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Signs



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This article is an expansion based on a canon element. For canon information on this topic, follow the link to The Witcher Wiki: [Signs](#).

Though they are not warrior mages who employ powerful [magic](#), witchers can cast simple spells called Signs that can prove effective when used properly. Witchers typically use these Signs against monsters, though they also have non-combat applications. Due to their need for Signs, witchers prefer single-handed weaponry, which leaves their other hand free to cast. Some Signs are cast by arranging the fingers in specific ways, while others must be drawn on a solid surface, such as Supirre or Yrden in their variant form (the latter often used in exorcisms).

Signs, like other spells, can be shouted; however, this is uncommon and only used in emergency situations, such as when a witcher has a broken hand while fighting a horde of monsters. Shouting a Sign also requires significant muscle memory for it to work properly. This muscle memory comes from years of rigorous training and practice, allowing the witcher to focus their energy and intent through the vocalization of the Sign. When shouted, the power of the Sign can be amplified due to the force of the shout and the urgency of the situation. However, the precision required for a successful cast is much higher, and any lapse in concentration or incorrect intonation can render the Sign ineffective. Therefore, witchers only resort to shouting Signs when absolutely necessary, relying instead on their usual hand gestures and physical movements for more controlled and reliable casting.

There are 45 confirmed Signs, which can vary from witcher school to witcher school. However, there are five basic Signs—Aard, Axii, Quen, Igni, and Yrden—that are used by all witchers.

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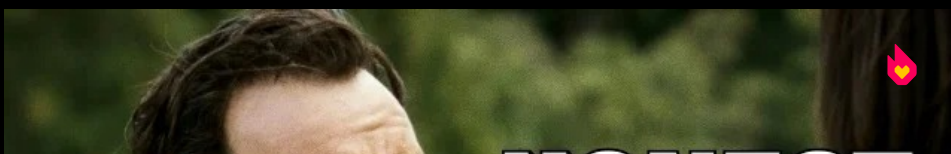
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Lists of Signs

Aceta

Main article: Aceta

Aceta is a specialized Sign employed by witchers to produce a stream of acid, particularly effective for overcoming obstacles that are too massive or resilient for the telekinetic force of Aard. This acidic stream is primarily used to dissolve barriers, such as walls or large obstacles, making it invaluable for navigating through ancient ruins, fortresses, or natural barriers encountered during a witcher's travels. It can corrode and break down various materials, allowing witchers to breach locked doors, heavy chains, and other securing mechanisms without the need for lockpicking tools or brute force.

In combat, Aceta can be used to weaken an opponent's armor by dissolving protective materials, exposing the vulnerable flesh beneath. It is especially useful against monsters with hard exoskeletons or other protective coverings, making these creatures more susceptible to physical attacks and other Signs. Additionally, Aceta allows witchers to create hazardous areas on the battlefield, such as puddles of acid, to harm or deter enemies and gain strategic advantages.

Beyond combat, Aceta has several non-combat applications. It can be employed to dissolve substances that conceal important clues or evidence, aiding in investigations. For example, a witcher might use Aceta to remove layers of grime or organic material that obscure runes or inscriptions critical to their investigation. In alchemy, the acidic properties of Aceta are harnessed to aid in the extraction of essential components from various materials, particularly in the preparation of potions, oils, and other concoctions that require purified ingredients.

Acutus

Main article: Acutus

Acutus is a novice Sign that draws from the Para-Elemental Plane of Crystal, enabling witchers to conjure and hurl sharpened shards condensed from the ambient environment. Though the shards themselves are not particularly substantial, they can catch an enemy off guard and cause superficial cuts and punctures, making Acutus most effective against unarmored opponents or those with light armor. The true value of Acutus lies in its versatility and the

minimal magical energy required for its casting, allowing for quick deployment in various situations.

In combat, *Acutus* serves multiple strategic purposes. It can be used to interrupt enemy attacks, creating openings for stronger offensive maneuvers. The quick casting time of *Acutus* makes it ideal for keeping opponents on the defensive, preventing them from mounting an effective counterattack. This Sign can also target delicate parts of a monster's anatomy, such as eyes or exposed organs, to inflict more significant damage or impair the creature's abilities. Additionally, *Acutus* can be used in conjunction with other Signs, setting up enemies for more potent attacks or combinations.

Beyond direct combat, *Acutus* has applications in creating strategic advantages on the battlefield. For example, the shards can be used to damage or destroy environmental elements that provide cover for enemies, forcing them into the open. This tactic can be especially useful in situations where a witcher faces multiple adversaries or needs to control the flow of battle. The ability to quickly and effectively cast *Acutus* allows witchers to maintain the upper hand, adapting to the ever-changing dynamics of combat.

While *Acutus* is a powerful and versatile Sign, it does have limitations. The shards produced are not highly durable and may be less effective against heavily armored opponents or creatures with naturally tough hides. Additionally, *Acutus* requires precise aim and control to be most effective, as the shards must strike vulnerable points to achieve their intended impact. The minimal magical energy required for *Acutus* allows for repeated use, but witchers must still be mindful of their overall energy reserves, especially in prolonged encounters.

Aero

Main article: Aero

Aero is a Sign originally created and used by the [School of the Griffin](#), later adopted by the [School of the Crane](#) (which developed a variant usable underwater). As its name implies, it draws power from the Elemental Plane of Air and is designed to briefly disrupt communication methods based on scents or chemical signals. By subtly altering the chemistry of the environment, it destabilizes monsters that rely on these stimuli, such as pheromones or other airborne chemical signals, and lack other senses such as sight or hearing. This makes it especially effective against insectoids or other monsters with pheromone-based hierarchies. Additionally, *Aero* is useful when the use of bombs like *samun* or Signs like *Luxii*, *Zuufu*, *Axii* (which, for example, might inadvertently calm the hive leader, such as a *kikimore* queen, reestablishing control and allowing the drones to regroup and renew their assault), or *Ruput*, could otherwise be counterproductive—*Ruput*'s headache-inducing effects, for example, might make these creatures even more aggressive.

Aero alters the air to nullify or distort the scents or chemical signals emitted by monsters operating as a hive mind. It is particularly useful in situations where *Hatri* is ineffective, as many hive mind monsters are so specialized that they lack a mind complex enough to perceive their own bloodlust, hatred, or hunger reflected back at them. The members of the hive lose their coordination momentarily, acting disorganized or even colliding with one another. This

disruption can create openings for direct attacks, strategic repositioning, or even escaping an otherwise overwhelming encounter. For example, against endregas, Aero disrupts the scouts' ability to alert soldiers or the hive queen's coordination over drones, reducing the efficiency of the monsters while the effect lasts, typically for 5–10 seconds. This brief window is often enough to take advantage of the confusion to reposition or gain a tactical edge.

The area of effect is a short cone in front of the witcher, similar in range to Aard, and it affects a compact group of enemies. The witcher performs a sweeping hand motion to cast Aero, releasing an almost invisible wave that ripples through the air, momentarily blurring the colors of the surroundings. Aero is particularly useful against creatures like the already mentioned endregas and kikimores, or arachas, whose strength lies in their coordination. If overwhelmed, the witcher can use Aero to disorient pursuing monsters by altering the pheromones or scents in the environment, enabling a strategic escape. The Sign's unique ability to temporarily destabilize coordinated groups has made it a staple in the repertoire of witchers who often face swarming foes.

In advanced forms, Aero can even provide oxygen to the witcher when exposed to extreme intoxication or poisonous gases, situations in which their enhanced immune system cannot cope, even with potions like [Golden Oriole](#). For instance, Aero can mitigate the effects of being gassed with large amounts of venom or buy precious seconds in environments with dangerously low oxygen levels, such as during underwater combat or in collapsing caves. However, the Sign is ineffective against solitary creatures or those that do not rely on chemical communication. Its effects are brief and require careful planning or combination with other Signs or strategies to maximize its usefulness.

Also, Aero does not render the witcher undetectable among many monsters; for that, specific monster pheromones must be used or another Sign, as Aero merely alters the environmental chemistry in subtle ways.

Although it is not particularly effective against sentient beings, Aero can disorient certain creatures with highly developed olfactory senses, such as certain types of vampires which may be resistant to other Signs such as Ruput, Silere, and more. This disorientation can cause hesitation or missteps, such as a faltering mid-attack or recoiling instinctively, allowing the witcher to either exploit an opening for a precise silver blade strike or set up an effective countermeasure like a Yrden trap.

Aagni

Main article: Aagni

A potent combination of journeyman-level Signs for Air and Fire that creates a concussive blast of air-enhanced fire. It was primarily used after the fall of the Order by members of the [School of the Viper](#) in their Wild Hunt investigations against the Hunt hounds, members of the [School of the Griffin](#), and members of the [School of the Wolf](#).

Aard

Main article: Aard

A novice Sign that draws from the Plane of Air or the Astral Plane (research has so far been inconclusive about the specific Chaos type, though Tomas Moreau's investigations suggested that a witcher with extra mutations could obtain a similar effect to that of the Vintyr Sign of "freezing enemies" using Aard). It is used by witchers to direct a blast of telekinetic energy that staggers opponents, leaving them open for a subsequent attack. Aard can also extinguish existing fires, blast open poorly secured doors, or punch through cracked or damaged walls. Aard has an alternate technique associated with it, referred to by witchers as Sweep, which produces an expanding bubble of explosive telekinetic force from the witcher's body, usually knocking nearby targets off their feet or back, giving the witcher time to recompose themselves.

Aethric

Main article: Aethric

This Sign is useful for basic magical analysis. It sends out a cone blast of pure glowing magical energy that interacts with any existing energies, forming colorful lights and patterns that can be interpreted. Aethric can make ghost echoes visible and allow pinpointing invisible creatures. It is used mostly by witchers of the [Schools of the Fox](#), Griffin, and Crane.

When a witcher casts Aethric, the emitted magical energy reveals hidden or concealed elements in the environment. The colorful lights and patterns formed by the interaction of Aethric with other magical energies can indicate the presence of enchantments, curses, or residual magical activities. This makes it an invaluable tool for investigating haunted locations or tracking entities from other planes such as hylms. Aethric is particularly effective in revealing ghost echoes—spectral imprints left behind by strong emotions or significant events. By making these echoes visible, witchers can glean insights into past occurrences and identify the nature of hauntings. This capability is essential for witchers tasked with resolving spectral disturbances. Additionally, Aethric can detect invisible creatures by outlining their forms with glowing energy. This ability is crucial when dealing with entities that use invisibility as a defense mechanism, allowing witchers to pinpoint their location and prepare accordingly.

Attrii

Main article: Attrii

This Sign, instead of dealing instant damage like Igni or venomous and corrosive damage like Aceta and Chlorinic, applies a cumulative weakening effect that progressively reduces the target's resistance. When cast, the Sign causes light, constant damage and reduces the target's physical or magical defenses for 5 seconds.

Its usefulness stands out especially against evasive monsters or those with rapid regeneration, though not in extreme cases like [True Higher Vampires](#), whose regeneration capabilities surpass its effects. The cumulative nature of the weakening makes this Sign ideal for prolonged engagements, wearing down the target and making it more vulnerable to consecutive attacks.

Its use shines in combination with Gravem in situations where the enemy is fleeing. The

combination of Gravem to slow it down with Attrii allows the cumulative weakening to take effect, further reducing its escape speed and leaving it vulnerable for the witcher to catch up or use Reverte to pull it back. It works exceptionally well with Chlorinic, as Attrii's weakening effect makes the target even more susceptible to the toxic effects of the venomous and corrosive gas. Finally, it is particularly effective with Yrden, as trapping the enemy within Yrden's slowing field makes it easier for the witcher to strike repeatedly while the target's defenses diminish, maximizing the inflicted damage.

While Attrii is effective against monsters that rely on evasion or rapid regeneration to survive, its application is limited against extremely powerful enemies, such as the aforementioned True Higher Vampires or creatures with advanced magical immunities. Additionally, the weakening effect requires time to accumulate, as the Sign leaves magical residues that attach to the target and progressively weaken it. For this reason, it is less effective in extremely short battles where it cannot reach its full potential.

The Sign is executed by extending the open palm with the fingers clenched as if forming claws. When cast, a faint, rippling glow of green and purple tones emerges from the palm of the hand and adheres to the target.

Axii

Main article: Axii

A novice Sign used by witchers that draws power from the Plane of Water, capable of charming an opponent's mind to stun them, temporarily eliminating them from combat. However, the stun effect disappears after seven seconds or when the target is harmed. This Sign can also be used by witchers to calm their mounts or on people to gain information or benefits. Axii usually only affects one person at a time, and its effects are visible to others in the vicinity. Axii has an alternate technique associated with it, referred to by witchers as Puppet, which temporarily forces an enemy to become an ally and fight on your side during a conflict, boosting their physical abilities for the duration of the conversion.

Caecir

Main article: Caecir

A witcher Sign that draws from the Para-Elemental Plane of Steam. In its weaker form, it temporarily reduces an enemy's vision. In its stronger form, it can induce complete blindness for a short duration. For creatures that rely on echolocation, it can disrupt their senses, though this effect is less potent and does not last as long as it does for creatures that rely on vision. It is especially effective against monsters resistant to the corrosive and blinding effects of chlorinic.

Chlorinic

Main article: Chlorinic

This Sign creates a poison gas jet that is somewhat corrosive. Instead of igniting, the gas has a

chance to poison and blind. Armor is ignored. If the gas comes into contact with water, it turns into acid, potentially blinding those affected if it enters their eyes (sometimes permanently). Creatures that don't breathe are resistant to its damage. Those aware of the attack may opt to hold their breath and close their eyes to avoid poison and blindness, reducing damage by half.

Flecter

Main article: Flecter

This Sign, developed by the School of the Griffin, is characterized as a telekinetic attack of precision and short range that complements offensive Signs such as Aard or Volun. Unlike the variants of Aard, which produce a frontal sweep or an explosion of telekinetic force emanating from the witcher's body, Flecter strikes from above, as if it were an invisible whip.

It is particularly useful for breaking enemy formations when Volun's lightning proves ineffective, either because the enemy has a natural resistance to electricity or because the environment contains conductive materials that could indirectly harm the witcher. Its precision makes it ideal for disarming enemies, breaking guards, and knocking weapons out of their reach, which can then be launched even farther with Aard if the situation requires it.

Against unarmed enemies or creatures that fight with claws, Flecter provides a tactical advantage. Being quick to cast and consuming less energy than Aard, it can be used repeatedly to keep the enemy's claws at bay, allowing the witcher to approach safely and minimize the risk of injury.

Its utility also extends to situations where the use of the silver chain is cumbersome, offering a swift and effective alternative. Additionally, Flecter is exceptional against flying enemies, especially when they dive toward the witcher, as the vertical strike can destabilize them and force them to lose altitude. This sets it apart from the techniques of Aard, whose frontal or explosive orientation may prove ineffective due to the position of the target in mid-flight.

The Sign is cast by placing the index and middle fingers extended, forming an inverted "V," while the thumb and the rest of the fingers remain closed^[1]. Once the gesture is formed, the movement resembles the use of a whip, performed as a slight flick or shake of the hand. The witcher aims at the target and executes the motion quickly and precisely, projecting the telekinetic force from above with remarkable accuracy.

Fulmen

Main article: Fulmen

Derived from its name in the Common Tongue (Fulmar, meaning "to impact"), Fulmen is a sign developed by the School of the Griffin that draws from the Para-Elemental Plane of Electricity. Like Supirre when it is used for eavesdropping, it must be drawn on a specific surface to activate, adding a strategic layer to its use. Unlike purely offensive signs like Volun, Fulmen prioritizes the manipulation of conductive materials and static energy over direct damage, offering a balanced combination of utility and combat applications.

The core of Fulmen lies in its ability to generate static discharges that interact with metallic and conductive objects in the environment. This makes it particularly effective for disarming enemies equipped with metallic weapons or shields, destabilizing their defenses. Unlike Volun, which fires plasma or lightning bolts over a distance, Fulmen relies on direct contact, focusing on precise and localized disruptions instead of ranged attacks. This reliance on proximity allows for more strategic use in close combat, particularly when precision is needed to neutralize specific threats without collateral damage.

In combat, Fulmen excels when control and strategy are critical. By targeting metallic armors or weapons, it forces enemies to drop their equipment, creating openings for counterattacks. It synergizes with Aard or Tremor to exploit staggered enemies and complements Podral against creatures resistant to physical restraints, making it indispensable in diverse encounters.

Fulmen's unique strengths set it apart from other signs. Compared to Moahk, which manipulates water to create effects like flooding or steam (when combined with Volun or Igni), Fulmen specializes exclusively in interacting with solid and conductive objects. While the combination of Moahk and Volun can electrify water to create a widespread area of effect, Fulmen's precision is designed for close-contact applications where subtlety is key. Additionally, while Aceta corrodes and destroys barriers, Fulmen energizes and manipulates them, making it a non-destructive alternative. For example, a witcher might use Fulmen to charge and stabilize a metallic barrier protecting a mechanism, ensuring it operates without causing damage, whereas Aceta would dissolve the barrier entirely, potentially rendering the mechanism unusable. Unlike Volun, which specializes in high-damage ranged attacks and area effects, Fulmen focuses on controlled disruptions to destabilize specific targets.

Fulmen is also more versatile than Aard in situations requiring finesse, as it can activate mechanisms like traps or doors without causing collateral damage, consuming less energy while preserving delicate mechanisms and prioritizing precision over power. For instance, a witcher might use Fulmen to delicately reactivate a complex lock where Aard's forceful energy or Aceta's acid would risk breaking the mechanism entirely.

Outside combat, Fulmen proves invaluable for exploration and survival. Its static charge can ignite flammable materials through metal, offering practical utility when the witcher's magical reserves are low and it is in a resource-scarce situation. Additionally, Fulmen's ability to deliver a lifesaving electrical surge allows it to stabilize allies in critical conditions, though this application carries inherent risks. If miscalibrated, the surge could exacerbate injuries or drain the witcher's energy reserves, requiring precision and caution during use.

Fulmen has limitations. It is ineffective against non-conductive materials or creatures, such as wooden or stone golems. Its reliance on proximity and specific materials limits its range and utility in environments lacking conductive components. While it can activate some magical mechanisms, it lacks the raw energy that Aard gave to power devices like portals.

Fulmen works seamlessly with Aard to exploit staggered opponents, especially those heavily armored. This combination is particularly effective against foes with strong defensive setups, as it combines precision with force. For example, Fulmen might destabilize an enemy's metallic

shield, creating an opening for Aard to deliver a decisive knockback. Additionally, it enhances the effects of Podral by adding an electrical component to irritant-based tactics. This synergy can prove useful even when Podral is ineffective, such as when a monster has gripped the witcher and requires a quick release. It also complements Aceta by igniting areas weakened by corrosive effects, broadening its tactical versatility.

Gravem

Main article: Gravem

This Sign, which draws its power from the Astral Plane (being the only witcher Sign to do so since Aard hasn't been confirmed from which plane draw, Air or Astral), serves as an ideal complement to Yrden, both in direct confrontations and in situations where the creature is attempting to flee.

The primary function of this Sign is to slow the target for 6 seconds by significantly increasing its gravity. Unlike Yrden, which affects an area, this Sign acts on a specific target, making it particularly effective against fast-moving enemies, such as certain types of higher vampires or other creatures whose speed surpasses the capabilities of a witcher.

For example, when a witcher faces an exceptionally agile enemy, this Sign can halt its advance long enough to cast Yrden, allowing for deeper damage or the preparation of a decisive attack. If the creature attempts to flee, the slowing effect provides a crucial opportunity to catch up or intercept it, either by pursuing directly or using the Reverte Sign, thereby eliminating its advantage in speed.

However, this Sign has clear limitations: it does not affect large enemies, being effective only against smaller monsters or humanoid creatures. This makes it a tactical tool that must be used with precision at the right moment.

The Sign is executed by extending the dominant hand with the palm open toward the target, while the index and middle fingers point downward in a steady, upward gesture. A faint, translucent aura of blue and gold may momentarily appear around the target when the Sign takes effect, visualizing the gravitational distortion that affects the target.

Hatri

Main article: Hatri

A telepathic journeyman Sign which reflects the opponent's hate, bloodlust and hunger back to its source, making the monster afraid. Originally, it was designed to disperse hordes of monsters if they were too many for the witcher to deal with at the time, allowing the witcher to retreat and think of another strategy.

Heliotrope

Main article: Heliotrope

A journeyman Sign used by witchers. It is made by crossing one's wrists, as well as interlocking ones pinkies and works as a buffer against physical attacks, combat magic and impacts with walls, ground etc. Contrary to Quen, which is active until broken or dispelled, the Heliotrop is active only for a moment and cushions from a single powerful attack or damage.

Igni

Main article: Igni

A novice Sign that draws from the Plane of Fire that is used by witchers and causes a burst of fire that can repel and ignite opponents, as well as start fires. Igni has an alternate technique associated with it referred to by the witchers as Firestream that turns the burst of fire into a sustained stream of sparks and flames.

Limus

Main article: Limus

This Sign was designed for witchers to use when facing monsters in aquatic or semi-aquatic environments, where Signs like Igni, Aard, Thermora, Tremor, or Moahk often lose their effectiveness. It is performed with most of the fingers of the hand closed, except for the thumb and pinky finger. The thumb points upward, and the pinky finger extends forward, forming a precise gesture at a 45-degree angle.

The Sign was co-created by Anika Marsir and [Putnam Pitch](#) sometime between 1360 and 1370. When Putnam later founded the School of the Crane, the Sign was officially adopted by the school, making it one of the most recent additions alongside Reverte and Refulgo.

Drawing power from the Para-Elemental Plane of Ooze, this Sign excels in wet or aquatic terrains, such as swamps, mangroves, and other waterlogged environments. It creates a viscous pool of mud that slows semi-aquatic and terrestrial creatures for up to 7 seconds, providing witchers with a critical tactical advantage.

While the Sign has no effect on purely aquatic creatures in its standard form, it becomes far more potent when cast underwater with both hands. In this amplified state, it can hinder movement, blind enemies, and even suffocate targets—assuming, of course, the creature in question has gills or relies on water-breathing.

Under the right circumstances, it has great synergies with Yrden and Moahk, since it allows witchers to control the battlefield in aquatic and marshy terrains where mobility is key. When combined with Yrden, the Sign can trap slowed enemies within a magical field, further crippling their movements and rendering them vulnerable to precise strikes. Similarly, Moahk can complement this effect by altering the terrain further, creating layers of mud and earth that leave enemies completely mired and defenseless.

Luxii

Main article: Luxii

A witcher Sign that draws from the Para-Elemental Plane of Light. Similar to Caecir, Luxii is used to impair an opponent's vision. However, instead of obscuring sight, Luxii creates a flash of intense light, akin to a miniature sun exploding before the enemy's eyes that is a lot more potent than certain bombs with a similar effect. This effect is instantaneous and usually more potent against creatures with heightened or superior vision, potentially causing temporary blindness or severe disorientation. However, when used along with the [Cat potion](#), it can cause temporary blindness and severe disorientation to the witcher as well.

Moahk

Main article: Moahk

A novice Sign developed by the School of the Griffin in their early days based on some studies by the former [Order of Witchers](#). It is capable of magically creating water, or shooting a wave of water at a target. A good preparation sign to use before Volun. Witchers can use this sign in survival scenarios like in the desert to conjure water.

Neuron

Main article: Neuron

This Sign causes momentary pain by stimulating the target's central nervous system for 6 seconds, without inflicting any physical damage. It is particularly effective at interrupting attacks and abilities, giving the witcher a tactical window to act.

Its true value shines against enemies with physical or elemental resistances so high that other Signs, such as Ruput, Aard, Igni, or Zuufr, or tools such as bombs or arrows prove ineffective. By directly targeting the nervous system, Neuron can induce a brief paralysis in vulnerable creatures, allowing the witcher to reposition, attack, or prepare another action.

For example, it is especially useful against dragons and other large, powerful creatures whose scaly hides or natural resistances render conventional attacks or Signs like Igni and Aard ineffective. By affecting their nervous system, Neuron can interrupt a dragon's fiery breath or its ability to charge, providing the witcher with a critical moment to strike or devise a defensive strategy.

The Sign has excellent synergies with Fulmen and Naüse. The static electricity from Fulmen can act as a finisher, amplifying paralysis to immobilize the target or extending its incapacity, buying precious time. With Naüse, it perfectly complements creatures capable of vomiting, provoking a more violent and uncontrolled nervous reaction.

Additionally, it works exceptionally well with Signs such as Hatri, Yrden, and Nair. With Yrden, Neuron provides the time needed to cast the Sign, creating a devastating combination: the momentary paralysis immobilizes the enemy long enough to trap it within Yrden's slowing field. With Hatri, which reflects the hatred, bloodlust, and hunger of the opponent back upon itself, Neuron amplifies the enemy's terror or grants the witcher the margin needed to invoke the Sign. Finally, with Nair, which causes an intense sensation of suffocation in the target, Neuron

enhances the pain and confusion, intensifying the panic and disorientation caused by Nair and leaving the enemy completely overwhelmed.

If the Sign is enhanced using both hands, its effect is slightly amplified, extending the duration of the momentary paralysis. This characteristic makes it especially useful in battles where every second counts, allowing the witcher to adapt and respond quickly in high-pressure situations.

Nair

Main article: Nair

Derived from the phrase "non aira" (meaning "no air" in the Common Tongue), Nair is a obscure but powerful witcher sign developed by the School of the Griffin that draws from the Elemental Plane of Air. When cast, it induces an intense sensation of asphyxiation in the target, as though an invisible force is squeezing out the air from their lungs or constricting their throat. While it doesn't cause physical harm, the oppressive sensation of oxygen deprivation can be overwhelming, often leading to panic, confusion, and disorientation.

Nair is particularly effective against monsters that rely on breath-based attacks, such as wyverns, draconids, and other dangerous substance-breathing creatures. By depriving them of air, Nair prevents these monsters from taking in the oxygen needed to fuel their exhalations, rendering them vulnerable and defenseless. Additionally, this sign proves useful in interrogations when other methods, such as Axii, fail to compel answers. Its asphyxiation effect pressures the target psychologically, making them more likely to break under fear of suffocation.

The intensity and duration of Nair depend on the witcher's skill level and the target's resistance to magical influence. For novices, the sign may induce only mild discomfort, but in the hands of a seasoned witcher, Nair can leave an opponent immobilized for a crucial few seconds, creating a window to strike or subdue them.

Naüse

Main article: Naüse

A lesser-known witcher sign, that draws from the Elemental Plane of Air. Naüse has been traditionally used by the Schools of the Griffin, Manticore, and later the School of the Crane. True to its name in the Common Tongue, Naüse induces a potent sensation of dizziness or vertigo, creating an effect akin to extreme nausea in its target. Developed along with the Tremor Sign as an alternative to Aard and other similar powerful Signs, it was designed for scenarios where targets may resist knockback effects or the direct damage of Signs like Igni's flames, Vintyr's frost, or even Axii's mental influence. By causing debilitating nausea, Naüse disrupts the target's balance, rendering them vulnerable by impairing their coordination and ability to attack or defend.

Naüse is quickly cast, ideal for close combat, and enables a witcher to disable opponents without relying on the raw force of Aard. Skilled practitioners often combine Naüse with other

Signs, such as Silere or Nair, to capitalize on the confusion and disorientation inflicted upon the target. This approach makes it easier to land precise, lethal blows, while ensuring that the witcher maintains the upper hand against more resilient foes. In extended engagements, Naüse can even exhaust an opponent, especially one unfamiliar with its effects, gradually breaking down their resistance and creating numerous opportunities to strike with calculated precision.

Petrax

Main article: Petrax

A defensive Witcher Sign that draws from the Elemental Plane of Earth. It enhances the witcher's resistance to impacts by distributing the force throughout their body. This Sign is particularly useful when other defensive Signs like Quen, Heliotrope, or Shadi fail. Petrax is often employed to resist falls or mitigate damage when a monster throws the witcher against a hard surface with unexpected force or velocity.

The Sign works by channeling the resilience of earth, absorbing and dissipating the energy of the impact across the witcher's entire body, thereby preventing localized injuries that could be catastrophic. This ability is especially valuable in situations where evasion is impossible or impractical. For instance, if a witcher is cornered or caught off-guard by a sudden attack, Petrax provides an immediate, instinctive layer of defense. In combat, there are times when a monster's attack is so powerful that it shatters the Quen shield, leaving the witcher vulnerable. Petrax serves as a secondary layer of protection in such cases, absorbing the residual impact and giving the witcher a crucial moment to recover and re-engage.

Similarly, when the concentration necessary for rendering the Shadi Sign, which can make the witcher intangible, is broken by a sudden distraction or a particularly fierce attack, Petrax steps in to prevent immediate injury. Moreover, the Heliotrope Sign requires precise positioning and timing to create a protective field. If a witcher is unable to adjust their position in time or if the attack is too swift, the Heliotrope Sign may fail to provide adequate protection. In these critical moments, Petrax acts as a fail-safe, ensuring the witcher remains shielded from harm even when their primary defenses are compromised. Beyond its combat applications, Petrax also has utility in non-combat scenarios. For instance, when exploring dangerous terrains such as collapsing caverns, steep mountainsides, or areas prone to rockslides, the Petrax Sign can prevent serious injuries from falls or unexpected environmental hazards.

Podral

Main article: Podral

A defensive novice witcher Sign that draws from the Para-Elemental Plane of Salt. It is used as a last resort by a witcher trapped by a monster when other Signs such as Igni or Aard are ineffective. Podral causes extreme skin irritation to the monster, forcing it to release its grip momentarily and creating a narrow window for the witcher to escape or counterattack. When a witcher finds themselves ensnared by a powerful creature, traditional combat tactics might fail due to the monster's sheer strength or resistance to more common Signs. In these dire situations, Podral becomes an invaluable tool. By summoning the abrasive and irritating

properties of salt, this Sign induces an intense burning sensation on the monster's skin or appendages in contact with the witcher. The sudden discomfort and pain compel the creature to loosen its hold, providing the witcher with a critical opportunity to break free. Once free, the witcher can quickly reposition themselves to launch a counterattack or make a strategic retreat.

Despite its efficacy, Podral is considered a novice-level Sign due to its specific application and the relatively short duration of its effects. It requires precise timing and situational awareness, as the window it creates is brief. Proper training and practice are essential for novice witchers to master this Sign, ensuring they can deploy it swiftly and effectively when needed.

Quen

Main article: Quen

A novice sign used by witchers that draws from the Plane of Earth to form a protective field around the caster. Quen's basic ability is to cover a witcher in a basic shield that absorbs a limited amount of damage. Quen has an alternate technique associated with it referred to by the witchers as Active Shield which envelopes the witcher in a bubble of golden light that is stronger than the original technique but is more draining on the witcher and requires them to remain in place.

Refulgo

Main article: Refulgo

Along with Reverte, this is one of the newest Signs developed by witchers. It was created approximately between 1358 and 1363 by the sorceress and founder of the [School of the Gyr Falcon](#), [Anika Marsir](#), while traveling with Putnam Pitch in search of Erland's journals. Like Luxii, it draws power from the Para-Elemental Plane of Light and was first tested in combat by Putnam, who later taught it to the School of the Griffin and subsequently incorporated it into the School of the Crane, which he would later found.

This Sign, similar to Heliotrope in that it uses both hands, is performed by clashing both fists together. It is characterized by creating a basic alteration of light, though it does not achieve total invisibility like Shadi's alternate technique. Instead, it briefly deflects light around the witcher, making it harder for enemies to aim ranged attacks.

The Sign is very quick to cast, consumes little energy, and has a brief effect, making it ideal for moments when Shadi or Heliotrope cannot be used—for instance, during an unexpected fight in a very narrow environment where mobility is limited.

It is particularly useful against various types of enemies, especially those capable of launching fire, acid, or similar projectiles that are resistant to being blinded by Luxii, Chlorinic and Caecir, or whose projectiles cannot be melted with Thermora. However, this Sign, along with Shadi and Luxii, can create excellent synergies when used in combination.

Reverte

Main article: Reverte

A Sign developed by one of the founders of the School of the Crane, Putnam Pitch, during the period of the 1360s - 1380s. This Sign functions in reverse to Aard, allowing witchers to draw targets or objects closer to themselves. This capability is useful for eliminating escaping targets or retrieving lost objects, such as a sword flung during combat or tossed at an adversary—a common occurrence when battling aerial monsters, one of the specializations of the School of the Crane.

Ruput

Main article: Ruput

Derived from the Old Common Tongue words *rugitus* and *caput* (meaning "noise/roar" and "head"), Ruput is a witcher sign within the Mind Magic group. Known as the opposite of Somne (since when it is used on sleeping people it can wake them up despite their the intensity of their deep sleep), it is sometimes confused with Zuufr, a sign that emits a magical pulse, producing an irritating noise for all creatures within a certain radius. Ruput, however, takes a different approach, causing a sudden, intense headache in the target's mind that only the target can hear, rather than a disturbing sound that everyone could hear.

Ruput was developed as a specialized countermeasure for beings resistant to signs like Axii, Somne, Zuufr, Vomir, Naüse, Nair, Silere, Aceta, Volun, Moahk, Igni, Vintyr, and others. It is particularly effective against beings such as deaf monsters that rely on other senses, or beings like certain types of elementals and specters (including demons; in fact, it is usually used along with Yrden in exorcisms). Since these latter beings often lack the material body to be affected by elemental signs (like Igni or Vintyr), the sensory perception necessary to be influenced by mind signs like Axii or Somne, or are immune to physical sensations like nausea, pain, or suffocation created by signs like Nair, Silere, and Naüse. Ruput then, as mentioned before targets the "core" of a creature's consciousness, delivering a concentrated, painful mental disturbance that can penetrate even the defenses of otherwise immune beings, causing them to experience a crippling migraine.

Shadi

Main article: Shadi

A Sign of journeymen level developed by the School of the Griffin and later adopted by the [School of the Cat](#) when the exiled Griffin Guxart became the Cat grandmaster that draws from the Ethereal Plane. It is used to temporarily turn its caster intangible, the user can specify whether they fall through the ground as well, allowing for better mobility and the ability to avoid being trapped or barricaded against ones will.

Shadi has an alternate technique associated with it referred to by the witchers as Invisibility which cloaks a witcher in a field of light refractive magic rendering the witcher temporary invisible to human sight. It does not negate scent, sound, or any of the other senses, it also

requires a small but steady consumption of magical stamina.

Somme

Main article: Somme

A journeyman magical sign used by witchers and one of the lesser forms of Mind Magic. It is used to put the target to sleep, and may possibly also leave them open to some form of suggestion depending on the intensity used.

Silere

Main article: Silere

A witcher sign that, as its name in the Common Tongue suggests, is designed to silence its target. Similar to the Somme sign, it falls within the category of Mind Magic, and when cast, Silere temporarily mutes an opponent. This makes it particularly valuable in neutralizing various types of foes, whether they're spellcasters or monsters capable of calling a horde or using sound-based attacks, like bruxae for example. Silere prevents them from vocalizing their spells, signals or powerful screams, effectively cutting off a significant part of their offensive capabilities.

Like other witcher signs, Silere requires minimal focus and is executed with a swift, simple hand gesture. This efficiency makes it an ideal choice for quick, close-quarters encounters, where time and precision are critical. The duration of the silence effect depends on the witcher's proficiency and the target's resistance to magic. While it may last only a few heartbeats against strong-willed foes, this window is often enough to turn the tide of battle.

In combat, witchers frequently combine Silere with other signs, such as Aard for a forceful pushback or Igni to set the target aflame. This combination disables and disorients the opponent, creating a crucial opening for a swift, decisive strike. Silere is particularly favored by those witchers who prioritize strategy and control over brute strength, allowing them to manage even the most chaotic encounters with precision and poise.

Supirre

Main article: Supirre

A journeyman Sign that draws from the Plane of Air enhancing the auditory perception of the user. Drawn on a solid surface, it allows the people near the Sign to hear sounds which would be normally inaudible due to the distance or background noise. As such, it is often used for eavesdropping. Modified variants of this Sign were invented by Warrit, a blind witcher from the School of the Viper, and after the Second Conjunction, witchers from the School of the Crane and the [School of the Bat](#).

Thermora

Main article: Thermora

This Sign takes its power from the Para-Elemental Plane of Magma and allows the witcher to unleash an invisible wave of heat, capable of melting and evaporating materials and projectiles that other Signs, such as Igni or Aceta, cannot affect. The invisible and concentrated nature of this thermal wave grants it exceptional versatility in both combat and environmental applications.

Thermora excels at targeting opponents' metallic equipment. Unlike Igni in this regard, which applies superficial fire damage, this Sign heats metal to the point of melting, going far beyond merely weakening armor. The extreme heat generated by Thermora causes metal to warp or liquefy, forcing opponents to discard their equipment or suffer severe third-degree burns. While Igni can set an enemy aflame and deal continuous damage over time, a persistent fighter might extinguish the flames by rolling and continue the fight. Thermora, however, incapacitates equipment outright, rendering it unusable within seconds.

In addition, this Sign is particularly effective against projectiles, such as arrows and crossbow bolts, melting them mid-air before they can reach the witcher. This highlights another key difference with Igni: while Igni might ignite projectiles, it does not guarantee their complete disintegration, and they may still cause damage. Thermora, on the other hand, melts and disintegrates them on contact, ensuring a far more reliable defense against ranged attacks.

Against monsters, Thermora demonstrates its potential by both neutralizing natural projectiles resistant to heat and acid, such as rocks hurled by rock trolls and magma trolls, and weakening their defenses. In situations where the witcher lacks the time to cast Aard to deflect a thrown rock or dodge, Thermora can partially fragment the projectile, reducing the impact's damage and allowing for a tactical recovery.

For example, in the case of the aforementioned rock trolls and magma trolls, these creatures are protected by an extremely dense stony layer—even more so in magma trolls due to the subterranean pressure of their habitats—which makes them nearly immune to Igni and Aceta. However, Thermora's invisible thermal wave can fragment their natural armor, penetrating these hardened surfaces with ease. While this does not directly harm the creature, it leaves them vulnerable to further attacks, making them easier to kill.

The Sign is also extremely effective against subterranean and semi-aquatic monsters. In the case of shaelmaars, whose hardened skin and rapid rolling make them challenging threats, Thermora, as with trolls, cracks their outer layer, hindering their ability to roll. This causes them to lose balance and become vulnerable, forcing them to attack in a more conventional manner. This grants the witcher a critical tactical advantage, reducing the risk of being struck by their devastating rolling attack.

Against semi-aquatic monsters, such as those dwelling in swamps or shallow waters, Thermora's invisible thermal wave can evaporate the surrounding water quickly and precisely, without producing immediate steam. This leaves the creatures exposed and vulnerable, weakening their natural defenses and facilitating their defeat.

Outside of combat, Thermora has a wide range of tactical and exploratory uses. It can open

cracks in hardened rocks and melt specific minerals that Aceta's acid cannot dissolve. This is because Aceta acts through slow chemical corrosion, while Thermora applies extreme, uniform heat, capable of melting even the densest materials.

In emergency situations, such as an avalanche or subterranean collapse, Thermora can melt large rocky obstructions quickly, creating an escape route that would be impossible with Aceta—since its acid would act too slowly—or with Igni, whose flames, while intense, do not reach the temperatures necessary to efficiently melt large masses of rock.

In humid or aquatic environments, such as shallow lakes or swamps, Thermora can evaporate small amounts of water, allowing the witcher to clear safe paths or create dry ground for combat. Unlike Igni, whose reaction with water produces steam rapidly and could alert nearby enemies, Thermora's evaporation is gradual and controlled, providing a significant tactical advantage during exploration.

The Sign is cast by forming a firm fist, which the witcher raises slightly in front of their chest. Upon releasing the Sign, an invisible thermal wave expands from the clenched fist toward the target, melting and evaporating everything in its path. However, this Sign consumes a significant amount of stamina, which is why it is used only in specific situations, making Igni a more common alternative.

Tremer

Main article: Tremer

Literally meaning "*trembling*" in Common Tongue, this witcher sign serves as a lesser counterpart to the mage spell known as Cythia's Shake, created by the Ebinger mage Cythia Vassermiller (an ancestor of the legendary [Brianna Vassermiller](#)). Rather than producing a powerful earthquake, Tremer induces intense tremors in its target for a brief moment. Like Cythia's Shake and other witcher signs, such as Quen, it draws upon the Elemental Plane of Earth. This sign is particularly useful when other spells like Axii, Aard, Hatri, Ruput, Vomir, Nair, Naüse, and Silere fail to take effect.

Casting Tremer is quick and requires minimal focus, similar to the other signs. Its effectiveness, however, can vary significantly depending on the target's resistance to magic and physical constitution. While it may cause only momentary discomfort in particularly strong adversaries, Tremer proves especially useful against agile foes or those who rely heavily on balance, such as acrobatic creatures or opponents wielding precision weapons.

Additionally, Tremer can serve a non-combat purpose, especially in scenarios where stealth or surprise is essential. The sign's subtlety enables a witcher to navigate hostile environments or evade detection by creating a brief moment of confusion, allowing them to pass unnoticed.

Venora

Main article: Verona.

This Sign draws its power from the Para-Elemental Plane of Nature and serves as a

complementary offensive tool. When activated, it subtly alters the surrounding ecosystem, causing nearby plants to release spores or, in the case of poisonous flora, environmental toxins in a sweep that is imperceptible to the human eye and many monsters.

It is particularly effective against enemies vulnerable to environmental toxins but resistant to other Signs or direct attack methods. For example, a [bauk](#), which can smell the fear of its prey and exploit their traumas to paralyze them, is unable to process environmental toxins. By releasing poisonous spores, the Sign disrupts its olfactory capabilities, preventing it from detecting the witcher's fear and destabilizing it psychologically. This gives the witcher a key tactical advantage, allowing them to fight more safely and employ other Signs or techniques that deal greater damage. Against monsters like the bauk, the Sign secures the terrain, reaffirming its complementary nature within the witcher's offensive arsenal.

Another example would be dragons or draconids, which possess a high resistance to Signs like Igni, Aard, or Chlorinic due to their nature. Although these creatures can process toxic gases with ease thanks to their ability to unleash fire or acid, spores and plant toxins pose a different threat. These substances can provoke severe allergies, confusion, or even hallucinations that a witcher would otherwise be unable to inflict (in the case of certain types of fungi), or an accumulative poisoning effect when inhaled. Unlike toxic gases, plant toxins are absorbed differently, weakening the dragon by forcing its body to fight against an unfamiliar type of intoxication. This can slow its movements, limit its ability to breathe fire or acid, and create a critical window for the witcher to strike—similar to how an unknown poison can endanger even a witcher if their enhanced body has not yet developed resistance.

The Sign presents excellent synergies with other tools in the witcher's arsenal. With Chlorinic, which unleashes a stream of corrosive, poisonous gas, the environmental toxins prolong the cumulative effect, making it harder for the target to expel the toxins from its body. With Yrden, it extends the window of vulnerability for enemies trapped in the slowing field, amplifying the effects of inhaled toxins or spores.

With Moahk, the combination can be devastating. The stream of water slows the enemy, forces it to retreat, or makes it slip, while the toxins progressively poison it. However, this synergy requires great skill, as water can partially dissolve the effects of the toxins and spores if both Signs are not perfectly synchronized.

Lastly, with Aceta, whose stream of acid can erode armor and tissues, the cumulative effect of environmental toxins becomes even more lethal in prolonged combat, wearing down both the target's physical and mental resistance.

Nevertheless, the Sign has a significant environmental limitation: it is ineffective in terrains without vegetation, such as deserts, caverns, or completely arid areas where no flora exists to release spores or toxins. In such cases, the witcher must rely on other Signs or tools to face their enemies.

The Sign is cast by extending the thumb and index finger to form a 90-degree angle, while the other fingers remain slightly curled inward, as if the witcher were "holding the air."

Velora

Main article: Velora

This Sign, designed to complement Aero and other sensory-based Signs, is especially intended for situations where infiltration and stealth are key such as ambushes for example. It has exceptional synergy with Shadi's alternative invisibility technique and with Zimbra during the night, when discretion is essential.

The Sign masks the witcher's own scents for 15 seconds, making it particularly useful in encounters with tracker monsters that rely on their sense of smell to locate prey.

In addition to its use in ambushes, the Sign proves crucial in moments of retreat when the witcher is overwhelmed or gravely wounded. By masking the scent of blood, it makes it harder for creatures to track the witcher by following his hematic trail. Combined with Aero, it can save the witcher's life by confusing the chemical signals in the environment and disorienting pursuing monsters.

However, this Sign is ineffective against creatures that communicate through pheromones. Such monsters can detect and track the chemical signals produced by the witcher, which negates the masking effect.

Like other tactical Signs, Velora has a very fast casting time and consumes little energy, allowing it to be used multiple times over short periods. Its speed and low cost make it a versatile tool for both combat and infiltration scenarios.

The Sign is cast by positioning the fingers with the thumb and pinky extended, while the other fingers fold toward the palm, forming a gesture similar to a stylized horn. The motion accompanying this gesture consists of a subtle sweep of the hand toward the chest and then forward, as if the witcher were delicately pushing the air, releasing the energy that masks the scent.

Veris

Main article: Veris.

This Sign is designed to dispel minor illusory effects and counter simple spells that might affect the witcher, such as mild mind control, stunning, or hypnosis. To dispel hypnosis, the witcher must be aware that they are being affected and cast the Sign with precision.

It has a natural synergy with Aethric, as the magical energy emitted by Aethric reveals hidden or concealed elements in the environment. The colored lights and patterns formed by Aethric's interaction with other magical energies can indicate the presence of enchantments (including minor illusions), curses, or residual magical activity. Once the minor illusion is identified with Aethric, Veris can be used to dissolve it and reveal the hidden truth.

In combat, Veris is particularly useful against apparitions and wraiths, such as Noonwraiths,

Plague Maidens, or demons, which tend to multiply into illusory copies during combat to confuse the witcher. This functionality makes it an excellent complement to Yrden, which immobilizes the real being once the illusions have been dispelled.

Additionally, this Sign combines very well with Luxii: once the illusions has been dissolved, if the enemy is vulnerable to being blinded, Luxii can provide a critical tactical advantage.

As mentioned earlier, its alternative technique allows the witcher to temporarily neutralize minor magical effects affecting them, such as stunning or hypnosis. However, this technique requires concentration and is not effective against advanced enchantments or powerful illusions created by mages or creatures like aguaras. For these cases, the witcher must rely on dimeritium bombs or the Eye of Nehaleni.

The Sign is cast through a quick finger movement in the shape of an open circle, projecting a luminous wave that instantly acts upon minor magical energies present in the environment or affecting the witcher directly.

Vintyr

Main article: Vintyr

A novice Sign developed by the School of the Griffin based like with Moahk on some studies by the former Order of Witchers that draws from the Para-Elemental Plane of Ice. This Sign, was created due to the necessity of facing off creatures like Fire Elementals, dragons and very rarely, phoenixs in the Koviri and Dragon Mountains. It is the antithesis of the Igni Sign, rapidly cooling or even freezing anything the witcher touches while using the sign or in the cold wave radius. Vintyr has an alternate technique associated with it referred to by the witchers as Icy Squall which produces a torrent of subzero air currents that can flash freeze a target in a matter of seconds similar to the Igni Firestream technique.

Volun

Main article: Volun

Volun is a novice Sign developed by the School of the Griffin and later adopted by the School of the Hawk based in some suggestions of a "Alzur's Thunder Spell like Sign" to better face monsters such as kelpies and hydras of the mages that were in the Order of Witchers when Alzur, Cosimo and Idarran left, like the famous spell draws from the Plane of Air. It is used to shoot bolts of plasma/lightning from the witcher's fingertips, it is an effective scare tactic tool when dealing with peasant mobs. And is an effective weapon against armored enemies. Volun has an alternate technique associated with it referred to by the witchers as Chain Lightning which allows a witcher to shoot a sustained bolt of lightning controlled by the witcher that can jump from enemy to enemy, the more skilled the witcher the more targets it can hit.

Verto

Main article: Verto

This Sign belongs to the school of mental magic and is performed by crossing the arms straight while raising the pinky fingers of both hands. Created by the School of the Viper, it can be executed while holding weapons, making it an ideal complement to the school's combat style, which features twin small blades and an assassination-based approach to killing monsters, characterized by sinuous, unpredictable movements with the two blades, often referred to as the "fangs" of the Viper.

The Sign generates a brief hallucination, projecting the witcher's image in a different position and confusing the enemy for 10 seconds. It is ineffective against monsters and creatures with highly advanced senses, such as Higher Vampires, aguaras, and other witchers, as their heightened perception allows them to see through the hallucination. Unlike a standard illusion, this Sign does not create a false image in the traditional sense; instead, it targets the mind directly, manipulating the target's perception of reality and forcing it to react instinctively.

The Sign synergizes exceptionally well with Shadi and Axii, excelling against monsters that lack specific senses or are resistant to traditional offensive methods. While Shadi allows the witcher to become intangible for brief moments, evading physical attacks, and Axii manipulates the target's mind to influence behavior, this Sign disrupts the enemy's perception altogether. By projecting a phantom image of the witcher in an alternate position, it simultaneously works as an offensive and defensive tool, buying precious seconds to strike, reposition, or evade a deadly attack. This makes it particularly valuable in high-risk encounters, where timing and precision are critical.

Against creatures with limited perception—such as those relying on primitive senses like smell, vibration, or heat—the hallucination becomes particularly effective, as it forces their limited awareness to momentarily falter. By compensating for the weaknesses of other Signs like Luxii, Chlorinic, Caecir, or Ruput, this Sign proves its versatility. In such situations, it exploits the target's primal responses, including survival instincts, basic spatial perception, and immediate threat processing. These primal responses are overwhelmed by attention overload, which forces the target's focus to break, triggering an instinctive reaction of disorientation. By manipulating the enemy's sense of immediate danger, the Sign creates a phantom threat that forces the target to misjudge the witcher's actual position and respond unpredictably.

While creatures with highly advanced senses, such as the already mentioned Higher Vampires, aguaras, and other witchers, can detect and resist the trick almost instantly, the Sign remains a reliable and effective tool in most encounters.

Vomir

Main article: Vomir

As its name in the Common Tongue implies, Vomir is a witcher sign in the Mind Magic category that allows the witcher to induce uncontrollable vomiting in their target. It's differentiated from Nausea due to Vomir being specifically designed to forcefully expel the contents of the target's stomach rather than merely causing a sensation of nausea. However, they are often used in combination, weakening the target twice and allowing the witcher to gain an important foothold in combat. This makes Vomir particularly effective against creatures and foes that rely on

physical endurance or strength, especially those who fall for a bait, as the debilitating effect of the bait combined with the use of this sign along with Naüse can make the combat fast and somewhat easier, since the effect of vomiting along with the vertigo can severely hinder their ability to fight back.

The effect of Vomir is immediate and often renders the target incapacitated, forcing them into a vulnerable position as they reel from the nausea. This makes Vomir particularly useful in engagements where the witcher needs to rescue someone or something from a monster's inside, control or capture a target without drawing excessive blood or in situations where brute force is less effective. Against foes that rely on agility or rapid movements, Vomir can completely disrupt their flow, grounding fast and evasive opponents.

Like other mind-affecting signs, Vomir's effectiveness is influenced by the target's willpower and resistance to magic. While weaker-willed opponents may succumb for extended periods, more resilient foes may recover quickly, though they are often still left disoriented. Witchers frequently pair Vomir with signs like the already mentioned Naüse, Aard or Yrden to further immobilize a debilitated target or Silere to prevent vocalizations or counterspells while they are weakened.

Vorg

Main article: Vorg

Vorg is a novice Sign developed by the School of the Griffin. It is similar to the Quen Sign but is more specialized as it creates a barrier that the witcher can walk away from. Useful for blocking narrow passages or creating choke points to deal with group combat easier. The protection given by the Sign is higher than Quen but lower than Heliotrop. And regarding its duration, it is similar, it is superior to Heliotrop, but inferior to Quen. Vorg has an alternate technique associated with it referred to by the witchers as Boundary after forming the hand sign the witcher points then traces a glowing line or boundary on the ground, the boundary has an effect like Aard that telekinetic throws anything that comes into contact with it that the witcher deems hostile.

Yrden

Main article: Yrden

A novice sign used by witchers that draws from the Ethereal Plane to form a circular, magical trap. The trap triggers a certain number of times when traversed by a foe, causing knock back, damage, and a chance of inflicting ailments on its targets. Most foes that wander into the ring are significantly slowed, though some monsters are unaffected by it. Yrden is one of the witchers best tools for controlling multiple enemies in melee range. It's also particularly valuable for witchers when up against noonwraiths and nightwraiths, who remain incorporeal most of the time unless caught within a Yrden circle. Yrden has an alternate technique associated with it referred to by the witchers as Magic Trap that creates a stationary glyph of magical energy that strikes at and slows down hostile forces within a certain radius, as well as destroys and projectiles that happen to pass through that radius. Multiple Magic Traps can be placed down at once by experienced witchers.

The Yrden Sign, as already mentioned, also works when drawn onto a person and combined with a circle in exorcisms to expel the spirit or demon possessing the person, at least, regarding lesser spirits and demons.

Zimbra

Main article: Zimbra

A journeyman Sign that draws from the Para-Elemental Plane of Shadow. It functions similarly to the alternate technique of Shadi but is specifically designed for use at night, as Shadi only works during the day. Zimbra allows the witcher to remain hidden from monsters that use infrared vision until the moment of attack. However, like Shadi, it does not negate scent, sound, or other senses and requires a small but steady consumption of magical stamina.

This Sign is particularly advantageous for witchers operating in nocturnal environments, where visibility is low, and monsters rely more heavily on thermal detection. By cloaking the witcher in shadows, Zimbra makes them effectively invisible to creatures that perceive heat. This ability provides a significant tactical advantage, enabling the witcher to move undetected and strike with the element of surprise.

The witchers of the [School of the Chameleon](#), located in [Sabana](#) in the [Far East](#) before their extinction, were renowned for their mastery of Zimbra. They possessed a unique mutagen that allowed them to suppress all body odor and adapt their body temperature to match their surroundings for a limited time. This adaptation made their use of Zimbra far more effective than that of witchers from other schools. The combination of Zimbra and their unique mutagen allowed Chameleon witchers to become nearly undetectable at night, giving them unparalleled stealth capabilities.

Zuufr

Main article: Zuufr

A journeyman Sign, similar to Somme, in the sense that it is a lesser form of Mind Magic. Zuufr emits a magical pulse that transforms into an annoying sound for all creatures within a radius of several meters. This Sign is used by witchers to drive monsters out of their lairs if their trail is lost in a certain area and they are unable to find it. It can also affect humans, non-humans, and animals. It is less functional underwater.

Zuufr can be seen as a complementary Sign to Aethric, as both are used in locating and revealing hidden threats. While Aethric highlights the presence of magical energies, ghost echoes, and invisible creatures, Zuufr forces hidden creatures to reveal themselves by creating an intolerable noise. This dual approach can be particularly effective in complex environments where both detection and disruption are necessary. For example, a witcher might use Aethric to scan an area for magical traces and then employ Zuufr to flush out any creatures hiding within that detected zone.

This combination allows for a thorough investigation, ensuring that no threat remains

concealed. The synergy between these Signs enhances the witcher's ability to manage and control their environment during hunts and investigations. Zuufr's effectiveness extends to various scenarios, such as driving monsters out of caves, dens, or other hidden lairs where direct confrontation would be difficult or dangerous. By causing discomfort with its annoying sound, Zuufr compels creatures to leave their hiding places, making them easier to track or confront in the open.

While Zuufr is primarily used for monster hunting, its effects on humans, non-humans, and animals also provide utility in other contexts. For instance, it can be used to disperse hostile groups like many other Signs such as Volun or to create distractions during covert operations. However, due to its broad range of influence, the witcher must exercise caution to avoid unintended consequences, such as disturbing allies or innocent bystanders. Despite its broad applicability, Zuufr has limitations. Its reduced functionality underwater makes it less useful in aquatic environments, where the magical pulse and resulting sound are dampened. Therefore, witchers must rely on other tactics and Signs when dealing with underwater threats.

Some more synergies between Signs



Aceta

- **Complementary Signs:** Aard, Igni, Reverte
- **Role:** Dissolving barriers, weakening armor, battlefield hazards.
- **Complement:** Aard can push enemies into Aceta's acidic puddles. Igni can ignite substances after Aceta clears obstacles. Reverte can draw objects closer for Aceta to dissolve such as traps or other weapons.

Acutus

- **Complementary Signs:** Aard, Axii, Aceta
- **Role:** Quick, superficial damage and distraction.
- **Complement:** Aard can push enemies to make them vulnerable to Acutus. Axii can control enemies for a precise Acutus strike. Aceta can weaken enemy defenses before Acutus hits.

Aagni

- **Complementary Signs:** Aard, Igni
- **Role:** Concussive blast of air-enhanced fire.
- **Complement:** Aard can stagger enemies for Aagni to hit. Igni can sustain fire after Aagni's initial blast.

Aard

- **Complementary Signs:** Aceta, Axii, Quen
- **Role:** Telekinetic force, stagger, extinguish fires.
- **Complement:** Aceta for breaking down barriers after Aard weakens them. Axii to control enemies stunned by Aard. Quen for protection while Aard is used offensively.

Aethric

- **Complementary Signs:** Zuufr, Yrden, Axii
- **Role:** Magical analysis, revealing hidden elements.
- **Complement:** Zuufr can drive out hidden creatures Aethric detects. Yrden can trap revealed entities. Axii can charm revealed entities for interrogation.

Axii

- **Complementary Signs:** Aethric, Yrden, Quen
- **Role:** Mind control, calming.
- **Complement:** Aethric reveals enemies for Axii to control. Yrden traps enemies for Axii to manipulate. Quen protects while using Axii.

Caecir

- **Complementary Signs:** Luxii, Petrax, Quen
- **Role:** Vision reduction, blindness.
- **Complement:** Luxii complements by blinding with light, in case the effects of Caecir are off or are ineffective. Petrax defends against enemies while Caecir is used if Quen shields are broken during the fight.

Chlorinic

- **Complementary Signs:** Igni, Moahk, Aceta
- **Role:** Poison gas jet, corrosive.
- **Complement:** Igni can ignite Chlorinic gas for explosive effects. Moahk can neutralize effects in aquatic environments. Aceta can follow up with further corrosion.

Hatri

- **Complementary Signs:** Axii, Quen, Zuufr
- **Role:** Reflects emotions back to source.
- **Complement:** Axii can control enemies affected by Hatri. Quen for protection while using Hatri. Zuufr can drive out creatures for Hatri to affect.

Heliotrope

- **Complementary Signs:** Quen, Petrax, Shadi
- **Role:** Temporary buffer against attacks.
- **Complement:** Quen provides sustained defense, while Heliotrope is for bursts. Petrax mitigates impact when Heliotrope fails. Shadi allows evasion if Heliotrope doesn't suffice.

Igni

- **Complementary Signs:** Aceta, Aagni, Volun
- **Role:** Burst of fire.
- **Complement:** Aceta weakens defenses for Igni to burn through. Aagni combines fire and air for more potent attacks. Volun can be used in conjunction with Igni for fire and lightning combos.

Luxii

- **Complementary Signs:** Caecir, Shadi, Petrax
- **Role:** Flash of intense light.
- **Complement:** Caecir blinds for a time, Luxii blinds with light and cause disorientation in the case Caecir that wasn't enough. Shadi can use the cover of light to make the witcher invisible after Luxii blinds. Petrax can add a layer of protection if Luxii also disorients the witcher.

Moahk

- **Complementary Signs:** Igni, Volun, Aceta
- **Role:** Water creation.
- **Complement:** Igni can create steam with Moahk's water for blinding in case Caecir and Luxii don't work. Volun can electrify water for damage. Aceta can dissolve barriers between the witcher and the monster such as tossed rocks, followed by Moahk to wash away debris.

Petrax

- **Complementary Signs:** Quen, Heliotrope, Shadi
- **Role:** Enhance resistance to impacts.
- **Complement:** Quen provides overall protection, while Petrax is for impacts. Heliotrope shields against singular attacks. Shadi for evasion if Petrax isn't enough.

Podral

- **Complementary Signs:** Igni, Aard, Petrax
- **Role:** Extreme skin irritation.
- **Complement:** Igni can ignite the irritated area for additional damage. Aard can push the monster away after Podral is used. Petrax can absorb impacts if the monster retaliates.

Quen

- **Complementary Signs:** Petrax, Heliotrope, Aard
- **Role:** Protective field.
- **Complement:** Petrax for impact resistance when Quen fails. Heliotrope for temporary shielding during Quen downtime. Aard for offensive capabilities while Quen protects.

Reverte

- **Complementary Signs:** Aard, Igni, Aceta
- **Role:** Draw objects closer.
- **Complement:** Aard can push enemies away after drawing them close. Igni can ignite drawn objects. Aceta can dissolve objects pulled by Reverte if Igni fails due to the objects being resistant to fire.

Shadi

- **Complementary Signs:** Luxii, Heliotrope, Petrax

- **Role:** Intangibility.
- **Complement:** Luxii can blind while Shadi allows escape. Heliotrope protects during intangibility recovery. Petrax mitigates impacts when Shadi fails.

Somne

- **Complementary Signs:** Axii, Zuufr, Aethric
- **Role:** Induce sleep.
- **Complement:** Aethric reveals possible entities for Somne to target. Zuufr can drive out creatures for Somne to affect. Axii can control sleeping targets.

Supirre

- **Complementary Signs:** Aethric, Axii, Zuufr
- **Role:** Enhance auditory perception.
- **Complement:** Aethric for visual analysis, Supirre for auditory. Zuufr to drive out creatures overheard with Supirre. Axii to charm after eavesdropping.

Vintyr

- **Complementary Signs:** Igni, Moahk, Aceta
- **Role:** Rapid cooling or freezing.
- **Complement:** Igni for fire and ice combo. Moahk for water to freeze with Vintyr. Aceta to weaken barriers for Vintyr to freeze.

Volun

- **Complementary Signs:** Igni, Moahk, Reverte
- **Role:** Plasma/lightning bolts.
- **Complement:** Igni for fire and lightning combo. Moahk for electrifying water. Reverte to pull targets for Volun to strike.

Vorg

- **Complementary Signs:** Quen, Aard
- **Role:** Create barriers.
- **Complement:** Quen for personal protection, Vorg for area control. Aard to push enemies into Vorg barriers.

Yrden

- **Complementary Signs:** Axii, Aethric, Quen
- **Role:** Magical trap.
- **Complement:** Axii to control trapped enemies. Aethric to reveal entities for Yrden to trap. Quen for protection while placing Yrden.

Zimbra

- **Complementary Signs:** Shadi, Luxii, Petrax
- **Role:** Cloaking at night.
- **Complement:** Shadi for day cloaking, Zimbra for night. Luxii to blind and enemy before

cloaking. Petrax to protect during night operations against any surprise attacks.

Zuufr

- **Complementary Signs:** Aethric, Axii, Somne
- **Role:** Annoying sound to drive out creatures.
- **Complement:** Aethric for detection, Zuufr for driving out. Axii to control driven out creatures. Somne to put driven out creatures to sleep.

Trivia

- An-Igni, Aceta, Chlorinic, and Aethric were taken from a post of r/WitcherTRPG. https://www.reddit.com/r/WitcherTRPG/comments/cnkequ/nonstandard_signs/ by reddit user MerlonQ.
- Reverte is a homage to the famous Spanish writer Arturo Pérez Reverte.
- The shouted Signs are a reference to the Dark Horse Comics in the game-canon continuity where Signs sometimes are shouted.

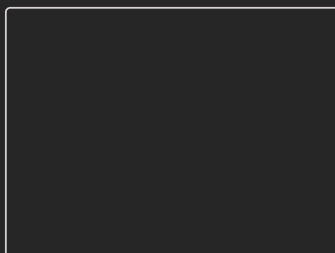
Notes

1. ↑ Similar to the mudra Karana gesture of Buddhism

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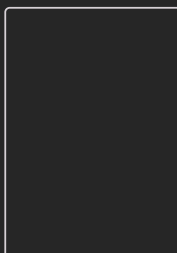
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